

Interaction Equivalence

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January 24th – POPL 2025

Program Equivalences

When are two programs equivalent?

In the λ -calculus, natural equivalences arise by **identifying terms with the same (possibly infinite) normal form** (aka Böhm tree equivalence).

This is not enough, some programs **behave in the same way** but do not have exactly the same (infinite) normal form.

Contextual Equivalence

t

u

When are two λ -terms equivalent? [Mor68]

$$t \equiv^{\text{ctx}} u \quad \text{if for all contexts } C. \quad [C\langle t \rangle \Downarrow \Leftrightarrow C\langle u \rangle \Downarrow]$$

Head contextual equivalence is an **equational theory**,
where $\mathcal{O} :=$ having a head normal form.

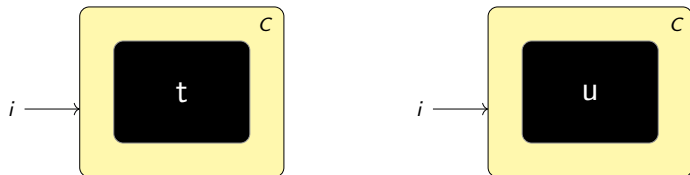
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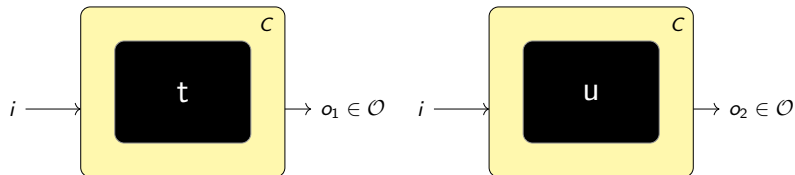
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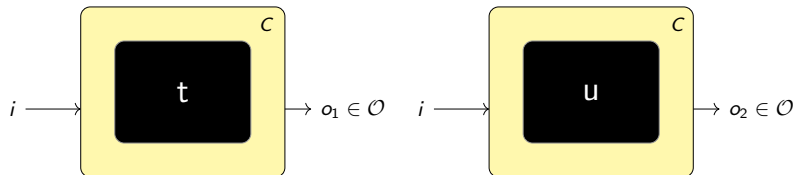
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Sands' improvement & cost equivalence

Sands' **cost equivalence** [San99] is defined as:

$$t \equiv^{\text{cost}} u \quad \text{if } \forall C, \forall k \geq 0. \quad [C\langle t \rangle \Downarrow_{\mathcal{O}}^k \Leftrightarrow C\langle u \rangle \Downarrow_{\mathcal{O}}^k]$$

Again, we specify to the λ -calculus, where $\mathcal{O} := \Downarrow_h$.

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The best of both worlds?

Can we build a cost-sensitive equational theory?

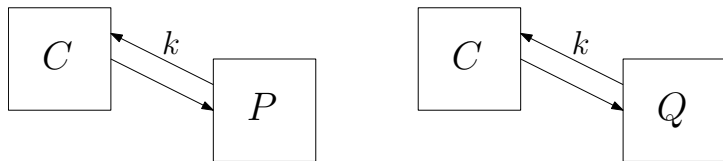
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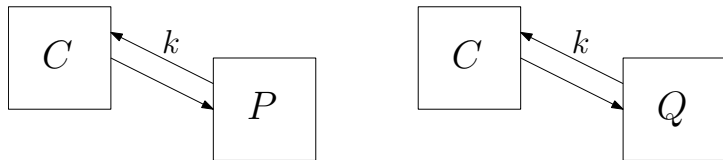
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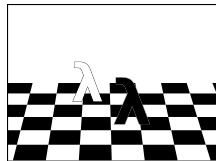
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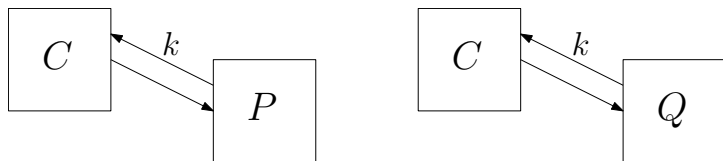
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Our contribution: a framework to identify internal and interaction steps for the untyped λ -calculus
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What should be the meaning of a program

Interaction Equivalence is an equational theory!



$$P \simeq Q$$

- ▶ Duality between Program/Context reminiscent of Game Semantics
- ▶ Modeling communication $P|C$ akin to π -calculus and LTS

"The meaning of a program should express its history of access to resources which are not local to it." – Milner 1975

Inspecting Black Boxes

Contextual equivalences are hard to check! \forall -quantifier

Intensional equivalences are easy to check!

→ Böhm tree equivalence, normal form bisimilarity, set of approximants, etc.

Second contribution:

interaction equivalence is exactly Böhm tree equivalence

Also answering an open question in the λ -calculus: which contextual equivalence can match Böhm tree equivalence?

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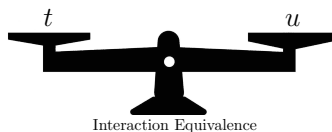
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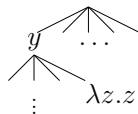
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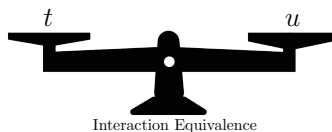
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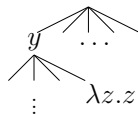
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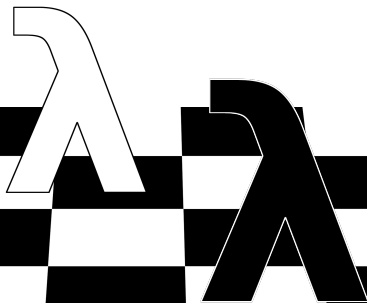


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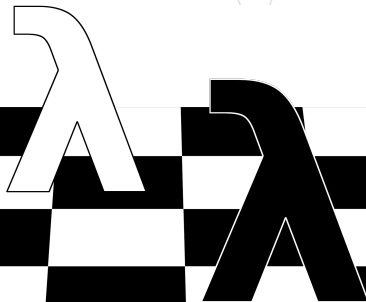
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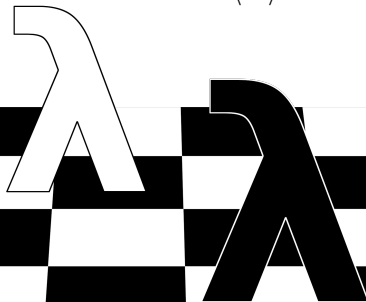
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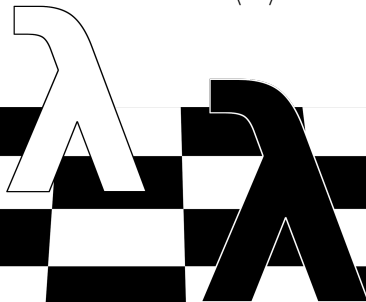
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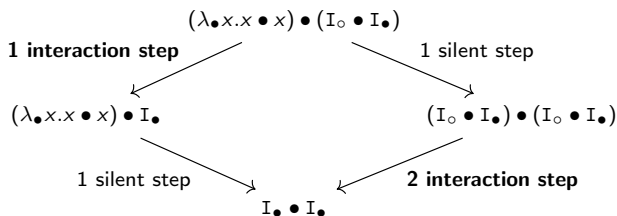
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Interaction Cost?

Counting interactions depends on the reduction sequence.



The checkers calculus is **confluent** but does not preserve interaction steps.

We consider the **head interaction cost** :

$t \Downarrow_h^{\circ k}$ means t head-normalizes with k interaction steps

Counting Interactions in Contextual Equivalence

We define quantitative contextual relations for the checkers calculus.

Let $t, t' \in \Lambda_{\bullet, \circ}$

► **Quantitative Contextual Equivalence:**

$t \equiv_{\circ}^{\text{ctx}} u$ if,

$$\forall \text{ colored } \mathcal{C}, \forall k, \quad [\mathcal{C}\langle t \rangle \Downarrow_{\mathbf{h}}^{\circ k} \iff \mathcal{C}\langle u \rangle \Downarrow_{\mathbf{h}}^{\circ k}];$$

► **Quantitative Contextual Preorder:**

$t \sqsubseteq_{\circ}^{\text{ctx}} u$ [u simulates t] if,

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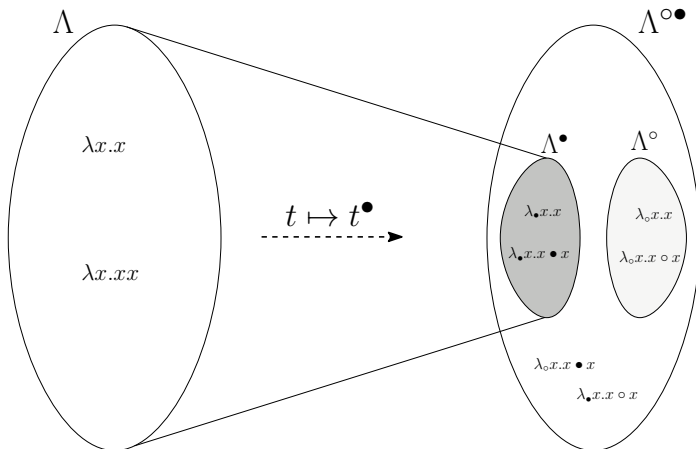
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Interaction Equivalence



$$t \sqsubseteq^{\text{int}} u \text{ if } t^\bullet \sqsubseteq_{\bullet\circ}^{\text{ctx}} u^\bullet$$

Note that contexts have both **black or white constructors**.

Interaction Equivalence is an Equational Theory

1. *Equivalence Relation*;
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→ Straightforward, as $\mathcal{C}\langle C^\bullet \rangle$ is a colored context.
3. *Invariance*: if $t =_\beta u$ then $t \sqsubseteq^{\text{int}} u$.
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But... What terms are interaction (in)equivalent?

Interaction equivalence is not stable by η -equivalence!

η -equivalence: $\lambda x.tx =_{\eta} t$ if $x \notin \text{fv}(t)$

$$I := \lambda x.x \not\equiv^{\text{int}} \lambda x.\lambda y.xy =: 1$$

► The **separating** context $\mathcal{C} := \langle \cdot \rangle \circ z \circ w$ distinguishes 1 and I:

$$\begin{array}{ccc} 1 \bullet \circ z \circ w & \xrightarrow{\text{he}} & (\lambda \bullet y.z \bullet y) \circ w \xrightarrow{\text{he}} z \bullet w \\ & \searrow \bullet \eta & \neq \\ & & I \bullet \circ z \circ w \xrightarrow{\text{he}} z \circ w \end{array}$$

The interaction preorder strictly refines the contextual preorder.

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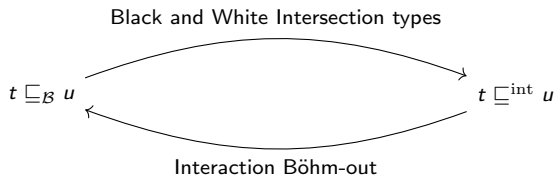
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Characterizing the Interaction Preorder

The interaction preorder is characterized by the preorder induced by Böhm trees $\sqsubseteq_{\mathcal{B}}$.

To prove that $\sqsubseteq_{\mathcal{B}} = \sqsubseteq^{\text{int}}$, we develop interaction-based refinements of standard techniques for the λ -calculus:



Optimize the number of interactions

► **Interaction Preorder:**

$t \sqsubseteq^{\text{int}} u$ [u simulates t] if,

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► **Interaction Improvement:**

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► It does not change the induced equivalence relation.

η -reduction may improve terms, but η -expanding them can never lead to improvement:

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Future work: characterize exactly the interaction improvement.

$$\sqsubseteq^{\text{int}} \subsetneq \sqsubseteq^{\text{int}\cdot\text{imp}} \subsetneq \sqsubseteq^{\text{ctx}}$$

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Conclusion

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- ▶ Interaction Equivalence: a cost-sensitive equational theory
- ▶ The first contextual characterization of Böhm tree equivalence without non determinism in evaluation contexts! (and simple)

Future work:

- ▶ Work it out in Call-by-Value/Need, and in effectful extensions
 $\lambda f.f() \equiv_{\text{ctx}} \lambda f.f(); f()$
- ▶ How does it relate to Game Semantics? to process calculi?
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Communication complexity?

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